

Until the Bitter End Scenarios

Ver1.1

This PDF describes the various scenarios for the game, the scenario overview, Infantry Counters used plus any specific rules. There are separate Scenarios for the two player and Solitaire games.

Please note that some of these Scenarios include reinforcements or special rules that are specific to the Scenario.

Two Player Introduction Scenario

This Scenario is intended to give 2 players an introduction to the game and is a straightforward fire fight.

Allied Forces - British Airborne Counters 1 through to and including 5.

German Forces - German Infantry Counters 1 through to and including 5.

Pull Chits - 5 Allied and 5 German Pull Chits mixed up and put in a cup (to represent the 10 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Allied Forces - any hexes within F8-F11, G8-G10, H8-H11, I8-I10, J8-J11, K8-K10, L8-L11, M8-M10, N8-N11

German Forces - any hexes within F1-F4, G1-G3, H1-H4, I1-I3, J1-J4, K1-K3, L1-L4, M1-M3, N1-N4

Bravery Point Pool

Allied Forces - 2 points

German Forces - 2 points

Victory Conditions

Allies - eliminate all German Infantry Counters

German - eliminate all Allied Infantry Counters

Special Rules - none

Reinforcements - none

Two Player Scenario 1 - Firefight

This Scenario is intended to give 2 players a complete game using all 10 Infantry Counters per side.

Allied Forces - British Airborne Counters 1 through to and including 10.

German Forces - German Infantry Counters 1 through to and including 10.

Pull Chits - 10 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 20 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Setup - players take it in turns to place one Infantry Counter in their set up positions.

Allied Forces - any hexes within columns A through to and including S and rows 1 through to and including 4.

German Forces - any hexes within columns A through to and including S and rows 7 through to and including 10.

Bravery Point Pool

Allied Forces - 4 points

German Forces - 4 points

Victory Conditions

Allies - eliminate 5 German Infantry Counters

German - eliminate 5 Allied Infantry Counters

Note: in the event of the 5th German and 5th Allied Infantry Counters both being eliminated in combat on the same turn then victory is awarded to the player whose opponent lost the 5th Infantry Counter first within that round.

Note: In the event of both the 5th German and 5th Allied Counters being eliminated as a result of the Wound Phase then the victor is player that has the least number of Wound and Shaken Game Tokens on their Infantry Counters.

Special Rules - none

Reinforcements - none

Two Player Scenario 2 - Dig In

This Scenario pitches the British Airborne clinging on in a desperate fight.

Allied Forces - British Airborne Counters 1 through to and including 8.

German Forces - German Infantry Counters 1 through to and including 8.

Pulls Chits - 8 Allied and 8 German Pull Chits mixed up and put in a cup (to represent the 16 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Setup - players take it in turns to place one Infantry Counter in their set up positions.

Allied Forces - any hexes within columns A through to and including S and rows 1 through to and including 4.

German Forces - any hexes within columns A through to and including S and rows 7 through to and including 10.

Bravery Point Pool

Allied Forces - 4 points

German Forces - 4 points

Victory Conditions

Allies - The Allies win if they have 4 Infantry Counters in the game at the end of the game. (They may be Wounded or Suppressed)

German - eliminate 5 (or more) Allied Infantry Counters

Special Rules - This scenario is played over 4 turns, so place the Turn Counter to Turn 3 at the start of the game

All Allied Infantry Counters start with a Heads Down counter (as a bonus!)

Reinforcements - none

Two Player Scenario 3 - Forwards!

This Scenario pitches the British Airborne trying to break through the German lines

Allied Forces - British Airborne Counters 1 through to and including 10.

German Forces - German Infantry Counters 1 through to and including 10.

Pulls Chits - 10 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 16 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Setup - players take it in turns to place one Infantry Counter in their set up positions.

Allied Forces - any hexes within columns A through to and including S and rows 1 through to and including 4.

German Forces - any hexes within columns A through to and including S and rows 7 through to and including 10.

Bravery Point Pool

Allied Forces - 8 points

German Forces - 4 points

Victory Conditions

Allies - The Allies win if they can move 4 Allied Infantry Counters off the map leaving the map from any hex numbered 10 or 11.

German - Prevent the Allied player from leaving the board as above, or eliminating 7 or more Allied Infantry Counters

Special Rules - none

Reinforcements - none

Two Player Scenario 4 - Surrounded

Finding themselves surrounded the British Airborne must hang on until reinforcements arrive.

Allied Forces - British Airborne Counters 1 through to and including 4.

German Forces - German Infantry Counters 1 through to and including 6.

Pulls Chits - 4 Allied and 6 German Pull Chits mixed up and put in a cup (to represent the 16 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Allied Forces - G4, I3, J4, J5 (with each hex containing one Allied Infantry Counter)

German Forces - any hexes: A1 to A10, S1 to S10

Bravery Point Pool

Allied Forces - 4 points

German Forces - 4 points

Victory Conditions

Allies - The Allies win if they can move 4 Allied Infantry Counters off the map leaving the map from any hex numbered 10 or 11.

German - Prevent the Allied player from leaving the board as above, or eliminating 7 or more Allied Infantry Counters

Special Rules - none

Reinforcements:

Turn 4 - Place an extra Allied Pull Chit and German Pull Chit into your mug at the start of the turn. (This represent the two extra Infantry Counters that can be used this Turn).

Allied Infantry Counter 5 can be activated this turn and enters any hex numbered 1. German Infantry Counter 5 can be activated this turn and enters any hex numbered 11.

Turn 5 - Place an extra Allied Pull Chit and German Pull Chit into your mug at the start of the turn.

Allied Infantry Counter 6 can be activated this turn and enters any hex numbered 1. German Infantry Counter 6 can be activated this turn and enters any hex numbered 11.

The first Action for the Counters must be Run or Advance (to bring the Infantry Counter onto the map and into the game).

Solitaire Introduction Scenario

This Scenario is intended to give the Solitaire player an introduction to the game and is a straightforward fire fight.

Allied Forces - British Airborne Counters 1 through to and including 5.

German Forces - German Infantry Counters 1 through to and including 5.

Pull Chits - 5 Allied and 5 German Pull Chits mixed up and put in a cup (to represent the 10 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Allied Forces - randomly place the Allied Counters in G8, H8, J8, K8, L8 - one Infantry Counter per hex.

German Forces - any hexes within H4, I3, K3, L4, M3

Victory Conditions

Allies - eliminate all German Infantry Counters

German - eliminate all Allied Infantry Counters

Special Rules - none

Reinforcements - none

Solitaire Scenario 1 - Firefight

This Scenario is intended to give the Solitaire player a complete game using all 10 Infantry Counters per side.

Allied Forces - British Airborne Counters 1 through to and including 10.

German Forces - German Infantry Counters 1 through to and including 10.

Pull Chits - 10 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 20 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Allied Forces - any hexes within columns A through to and including S and rows 1 through to and including 4.

German Forces -
Infantry Counter 1 - C7
Infantry Counter 2 - E7
Infantry Counter 3 - G7
Infantry Counter 4 - I7
Infantry Counter 10 - K7
Infantry Counter 9 (with Loader Counter) - L7
Infantry Counter 5 - N6
Infantry Counter 6 - O7
Infantry Counter 7 - P6
Infantry Counter 8 - R7

Victory Conditions

Allies - Eliminate 5 German Infantry Counters
German - Eliminate 5 Allied Infantry Counters

Note: in the event of the 5th German and 5th Allied Infantry Counters both being eliminated in combat on the same turn then victory is awarded to the side whose opponent lost the 5th Infantry Counter first within that round.

Note: In the event of both the 5th German and 5th Allied Counters being eliminated as a result of the Wound Phase then the victor is player that has the least number of Wound and Shaken Game Tokens on their Infantry Counters.

Special Rules - none

Reinforcements - none

Solitaire Scenario 2 - Dig In

This Scenario pitches the British Airborne clinging on in a desperate fight.

Allied Forces - British Airborne Counters 1 through to and including 8.

German Forces - German Infantry Counters 1 through to and including 8.

Pulls Chits - 8 Allied and 8 German Pull Chits mixed up and put in a cup (to represent the 16 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Allied Forces - any hexes within columns A through to and including S and rows 1 through to and including 4.

German Forces -
Infantry Counter 1 - C7
Infantry Counter 2 - E7
Infantry Counter 3 - G7
Infantry Counter 4 - I7
Infantry Counter 5 - K7
Infantry Counter 6 - L7
Infantry Counter 7 - N6
Infantry Counter 8 - O7

Victory Conditions

Allies - The Allies win if they have 4 Infantry Counters in the game at the end of the game. (They may be Wounded or Suppressed)
German - Eliminate 5 (or more) Allied Infantry Counters

Special Rules - This scenario is played over 4 turns, so place the Turn Counter to Turn 3 at the start of the game.

All Allied Infantry Counters start with a Heads Down counter (as a bonus!)

Reinforcements - none

Solitaire Scenario 3 - Forwards!

This Scenario pitches the British Airborne trying to break through the German lines

Allied Forces - British Airborne Counters 1 through to and including 10.

German Forces - German Infantry Counters 1 through to and including 10.

Pulls Chits - 10 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 16 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Allied Forces - any hexes within columns A through to and including S and rows 1 through to and including 4.

German Forces -
Infantry Counter 1 - C7
Infantry Counter 2 - E7
Infantry Counter 3 - G7
Infantry Counter 4 - I7
Infantry Counter 10 - K7
Infantry Counter 9 (with Loader Counter) - L7
Infantry Counter 5 - N6
Infantry Counter 6 - O7
Infantry Counter 7 - P6
Infantry Counter 8 - R7

Bravery Point Pool

Allied Forces - 8 points
German Forces - 4 points

Victory Conditions

Allies - The Allies win if they can move 4 Allied Infantry Counters off the map leaving the map from any hex numbered 10 or 11.

German - Prevent the Allied player from leaving the board as above, or eliminating 7 or more Allied Infantry Counters

Special Rules

All German Infantry Counters start with a Heads Down counter (as a bonus!)

Reinforcements - none

Solitaire Player Scenario 4 - Surrounded

Finding themselves surrounded the British Airborne must hang on until reinforcements arrive.

Allied Forces - British Airborne Counters 1 through to and including 4.

German Forces - German Infantry Counters 1 through to and including 8.

Pulls Chits - 4 Allied and 6 German Pull Chits mixed up and put in a cup (to represent the 16 Infantry Counters used in this scenario).

Map - Map 1

Set Up Positions

Allied Forces - G4, I3, J4, J5 (with each hex containing one Allied Infantry Counter)

German Forces -
Infantry Counter 1 - C7
Infantry Counter 2 - E7
Infantry Counter 3 - G7
Infantry Counter 4 - I7
Infantry Counter 5 - K7
Infantry Counter 6 - L7
Infantry Counter 7 - N6
Infantry Counter 8 - O7

Victory Conditions

Allies - The Allies win if they can move 4 Allied Infantry Counters off the map leaving the map from any hex numbered 10 or 11.

German - Prevent the Allied player from leaving the board as above, or eliminating 7 or more Allied Infantry Counters

Special Rules - none

Reinforcements:

Turn 4 - Place an extra Allied Pull Chit into your mug at the start of the turn. (This represent the extra Infantry Counters that can be used this Turn).

Allied Infantry Counter 5 can be activated this turn and enters any hex numbered 1.

Turn 5 - Place an extra Allied Pull Chit into your mug at the start of the turn.

Allied Infantry Counter 6 can be activated this turn and enters any hex numbered 1.

The first Action for the Counters must be Run or Advance (to bring the Infantry Counter onto the map and into the game).